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APPENDIX I — THE BATTLE OF DURA EUROPOS

This is an introductory scenario involving a fictional battle between the Romans and Persians. It uses only the Basic Rules and a simplified system for setting up the board and the armies. After you have mastered the basic game, you can move on to the advanced game, which features four armies, several scenarios, and more complex and interesting ways to set up the battlefield.

SET UP THE BOARD

For this introductory scenario the terrain pieces are pre-determined and shown on the map below. For example, there is a rocky hill in C3, rough ground in A2, and so on. Neither player makes any terrain choices.

PREPARE THE ARMIES

If you are playing with Unit Tiles, then print out several sheets of the Roman and Persian tiles onto cardstock or heavy paper, and create the armies as shown at right. Each player will also need a baggage marker and some disruption (DISR) markers.

SET UP THE ARMIES AND BAGGAGE

Toss the Aureus to determine which side sets up first. The Romans may set up their army anywhere in the red-shaded squares, and the Persians anywhere in the blue-shaded squares. As he sets up his army, the player may also set up his baggage marker in that area, at least 2BW from the edge of the board.

Each baggage marker has a value of 6. There are no objective markers.

SET UP THE CARDS

Each player prints out a set of 32 action cards consisting of the 16 common cards plus his 16 national cards.

Each player shuffles his cards and places them face-down on the "Deck" box of his command mat. Each player deals himself a hand of seven cards. For this basic introductory game, both sides' hand size is 7.

VICTORY
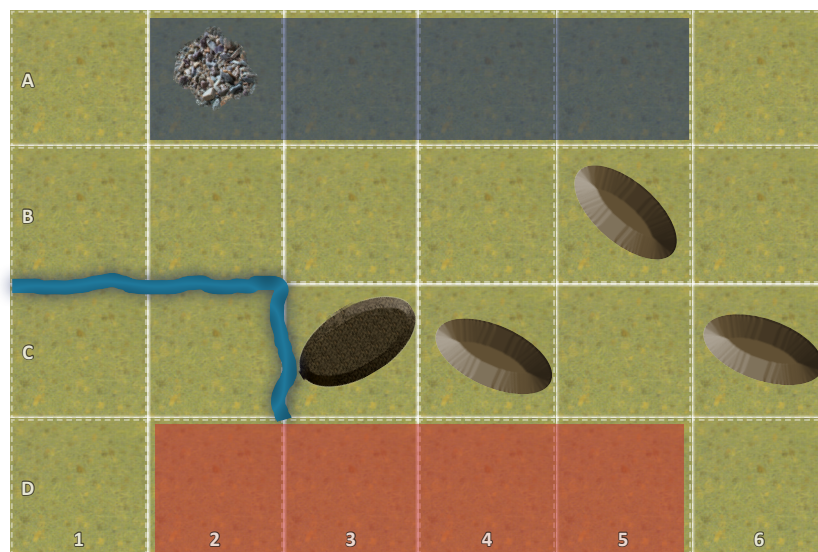
Toss the Aureus to determine who has the first turn.

The armies play until one side loses by exhaustion. It is not necessary to count turns.

The Roman Army

3	Archers/Slingers
3	Veteran Cohorts
3	Experienced Cohorts
3	Light Cavalry
2	Armored Cavalry

The Persian Army

4	Tribal Cavalry
3	Cataphracts
6	Paighans
4	Kamandaran

3

6

2

5

1

4
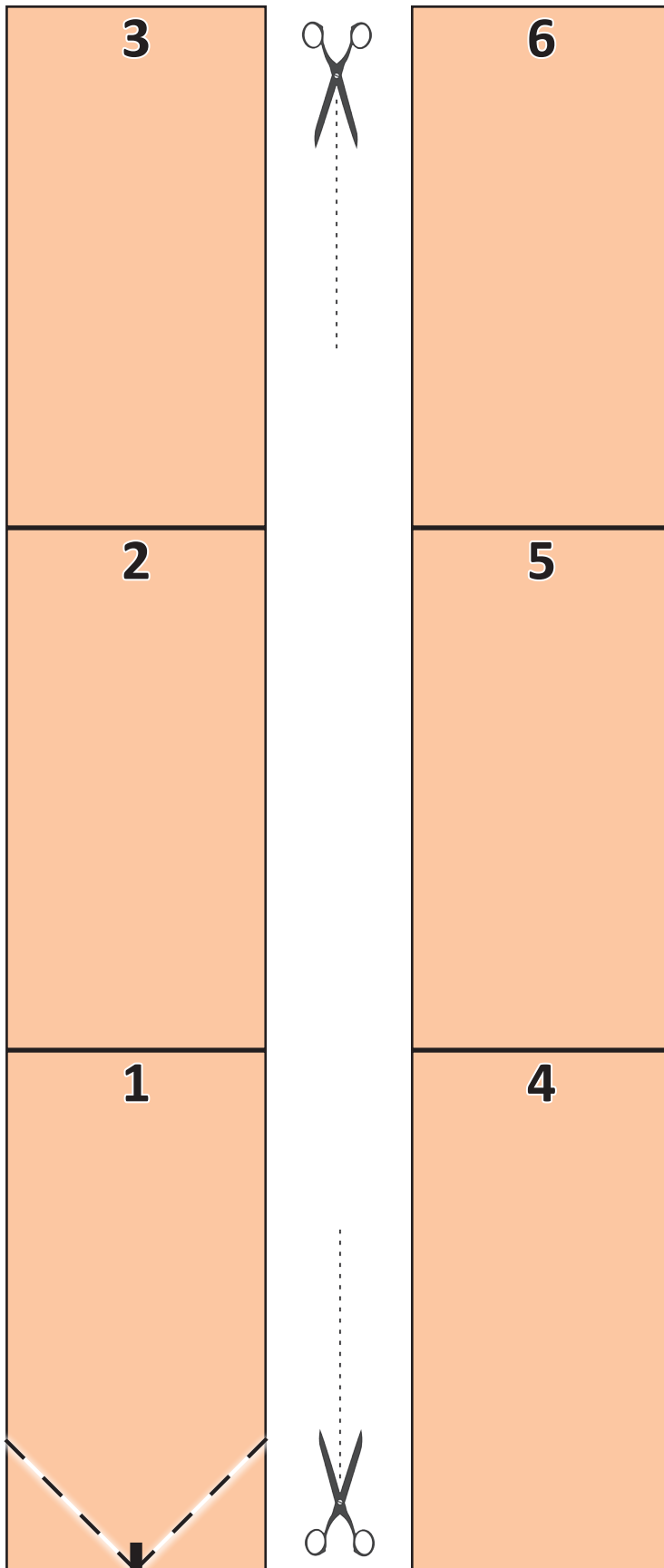
Cut out the ruler and tape the two sections together to create a single ruler that is 6BW long.

This ruler assumes that players are using the basic game with the unit tiles, or are using bases that are 3" (75mm) wide.

If you are using smaller or larger bases, scale the ruler up or down, accordingly. Remember that the ruler should be one-half of a BW wide.

The ruler has a 45-degree angle display at the bottom of the "1" BW section. If you wish, you can cut along these lines to make a "pointy" ruler that can align to a base's front edge and thus lie at a perfect 45-degree angle.

APPENDIX III   THE COMMAND MAT

ADJUNCTS & ASSETS

DECK

DISCARDS

REMOVED

TURN TRACK

THE COMMAND MAT

1	16
2	17
3	18
4	19
5	20
6	21
7	22
8	23
9	24
10	25
11	26
12	27
13	28
14	29
15	30

APPENDIX IV — BASIC GAME MARKERS

1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3
1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3
1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3	1 DISR 3

Baggage Markers

Baggage

Baggage

Objective Markers

APPENDIX	V	TERRAIN PIECES

OPTIONS FOR TERRAIN

When playing the game using miniatures, players will probably want to use pieces of miniature terrain.

When playing the game with the unit tiles, players can print and cut out these sample terrain pieces. They are scaled for the game's standard BW of 3" (75mm), and a 4' X 6' table.
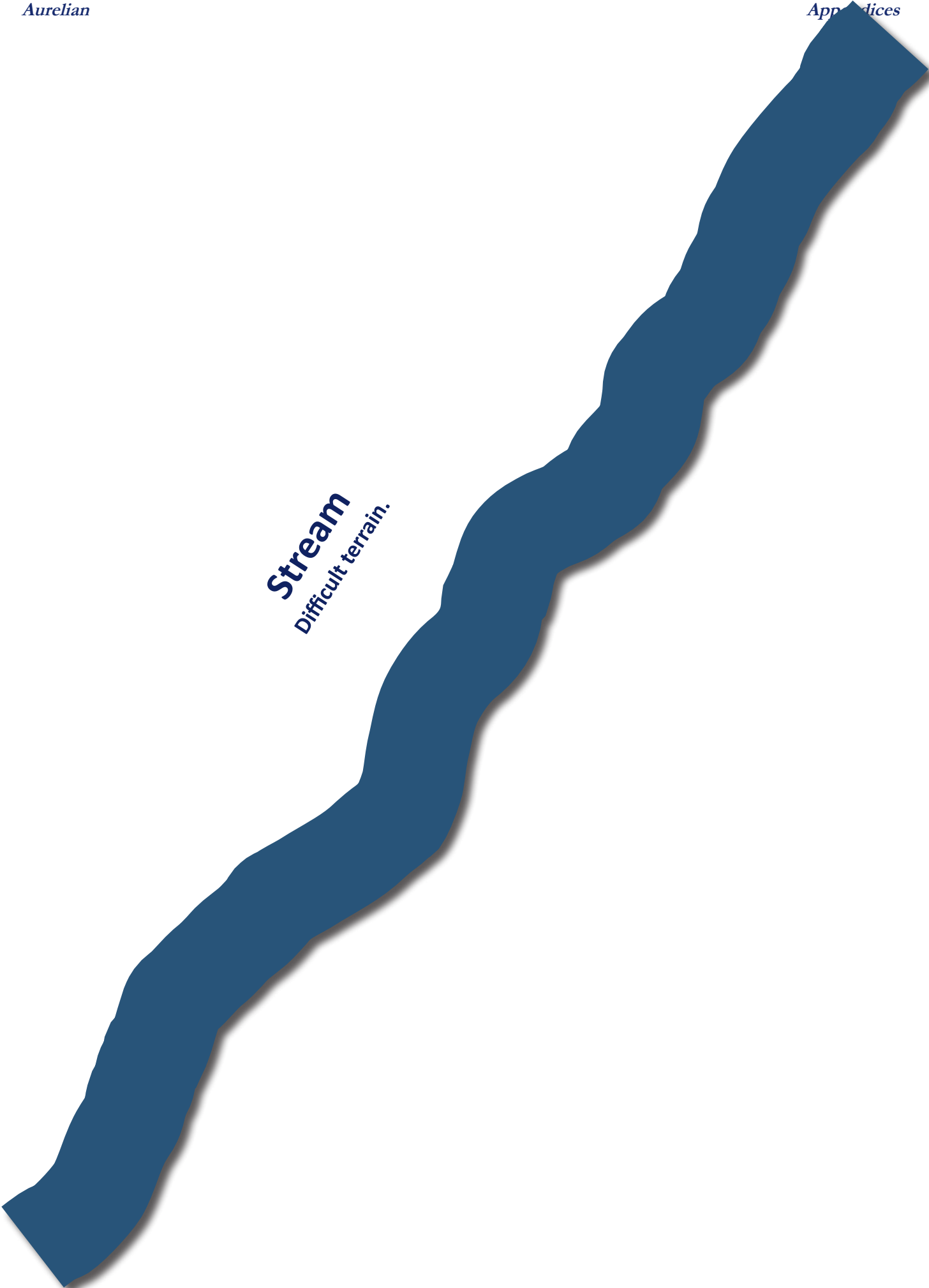
Woods

Difficult terrain. Obstructs shooting.

Gentle Hill

Obstructs shooting.
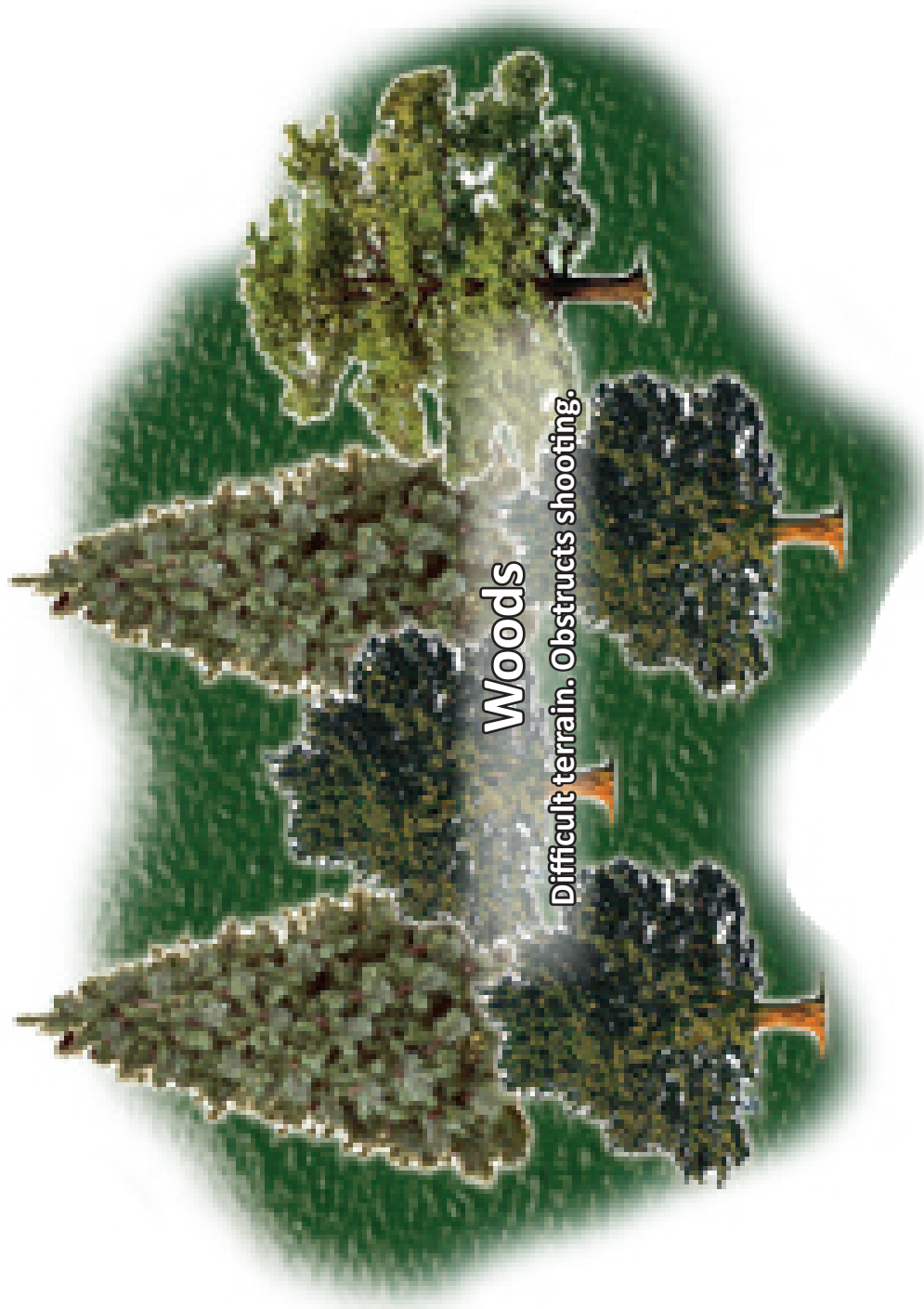
Rocky Hill

Difficult terrain. Obstructs shooting.

Stream
Difficult terrain.

Rough Ground

Difficult terrain.

APPENDIX VI   **THE UNIT TILES**

Roman Unit Tiles

VETERAN COHORT
2-1 M.I.
19

EXPERIENCED COHORT
2-1 M.I.
16

RAW COHORT
2-1 M.I.
12

ARMORED CAVALRY
4-1 M.C.
17

CLIBANARII
3-1 M.C.
20

LIGHT CAVALRY
4-2 L.C.
9

AUXILIA ARCHERS
2-1 M.I.
11

ARCHERS & SLINGERS
3-2 L.I.
4

Persian Unit Tiles

WAR ELEPHANTS
2-1
ELE
12

PAIGHANS
2-1
M.I.
7

KAMANDARAN
2-1
M.I.
9

MERCENARY INFANTRY
2-1
M.I.
11

CATAPHRACTS
3-1
M.C.
20

TRIBAL CAVALRY
4-2
L.C.
9

ARCHERS & SLINGERS
3-2
L.I.
4

GERMAN UNIT TILES

OPTIMATES
2-1
M.I.
17

WARBAND
2-1
M.I.
13

ARCHERS & SLINGERS
3-2
L.I.
4

LIGHT CAVALRY
4-2
L.C.
8

NOBLE CAVALRY
4-1
M.C.
16

Sarmatian Unit Tiles

NOBLES
4-1
M.C.
18

HORSE ARCHERS
4-2
L.C.
9

CAVALRY
4-2
M.C.
13

AMAZONS
4-2
M.C.
21

ARCHERS & SLINGERS
3-2
L.I.
4

WARRIORS
2-1
M.I.
10

APPENDIX **VII**   THE ACTION CARDS

In order to keep the sizes of individual files manageable, the action cards are available as a free download in a separate file on the HONOUR website. Go to: HONOUR > DOWNLOADS > AURELIAN > THE ACTION CARDS.

Or click here: **http://www.sammustafa.com/honour/downloads/**

APPENDIX VIII   ADVANCED GAME MARKERS

Adjunct and Asset Markers

The markers are printed on a "neutral" background color because most of them can be used by more than one army. These markers are not meant to be an absolute limit. If you need more of a certain type of marker, just print out more.

HERO	HERO	HERO	HERO	HERO	HERO	HERO
ARTILLERY	ARTILLERY	ARTILLERY	ARTILLERY	CLUBMAN	CLUBMAN	PRIEST
HISTORIAN	BARD	SPY	OX CART	TRAITOR	LOGISTICS OFFICER	LOCAL GUIDE

BARRICADES	BARRICADES	BARRICADES	BARRICADES	BARRICADES	BARRICADES	BARRICADES
BARRICADES	BARRICADES	BARRICADES	BARRICADES	BARRICADES	FAMILIAR GROUND	CONFIDENT

APPENDIX	**IX**	**QUICK REFERENCE SHEET (QRS)**

Shooting Score

Shooting is obstructed	**-1**
Shooting into Flank/Rear	**+1**
More than one shooter	**+1**
Massed Archer	**+1**

Results:

Armor ≥ Shooting:	no effect.
Shooting > Armor:	1 DISR.

Combat Modifiers

Any DISRs	**-1**
Attacking Uphill	**-1**
Bad Terrain (Massed, Elephant)	**-2**

A unit is Vulnerable if:

- *It is attacked on the flank or rear*

The Flanking Bonus:

- *Double the attacker's Elan prior to modifying.*

A unit breaks in combat if:

- *Lost by difference > its Elan -OR-*
- *It reaches its break point -OR-*
- *It was vulnerable and was outscored.*

SEQUENCE OF PLAY

1. Event Phase
2. Rally
3. Shooting
4. Movement
5. Combat
6. Status Phase:
   - Fatigue
   - Check for Victory
   - Both sides Redraw

How to Rally

Play a card for the unit, either chosen or drawn.

Remove 1 DISR per Rally symbol.

Remove all cards played.

SUMMARY OF CARD PLAY

Play For...	Play From	Fate of the Card
Event or Interrupt	**Hand**	**Discard or Remove (if a Trash can symbol).**
Rally	Hand or Draw	Remove all cards played.
Shooting	**Hand or Draw**	**Remove the highest laurels. Discard others.**
Movement (Number of Marches)	Hand	Discard.
Combat	**Hand or Draw**	**Remove the highest laurels. Discard others.**
Fatigue	Hand or Draw	Remove.
Unit Loss	**Hand or Draw**	**Remove.**

Summary of Traits

	ARMOR	Protection vs. enemy shooting.
	MISSILE	May shoot up to 4BW. **Red symbol** means *massed* archers, may shoot up to 6BW.
	HESITANT	May not charge massed units.
	AGILE	Does not suffer a terrain disadvantage in difficult terrain during combat.
	ESCAPE	May attempt to escape a lost combat. See Chapter 9.

Combat Resolution: A Summary

The active player must play a card for each defending unit (choose or draw). Then the passive player does the same.

Calculate the combat score of each side in the combat: Elan + Modifiers + the Laurels of the card played for it. An attacker who flanks the enemy doubles his elan prior to modifying it.

Combat Resolutions in This Sequence:

1. **Did Any Losing Units Break?**
2. **Apply DISR to the Losing Side.**
3. **Apply DISR to the Winning Side** (unless that would break him).
4. **Retreats**
5. **Advances**

Each player must **remove** the highest-value card he played, and **discard** the rest.